NES-4A-USA

GAME PAK
INSTRUCTIONS

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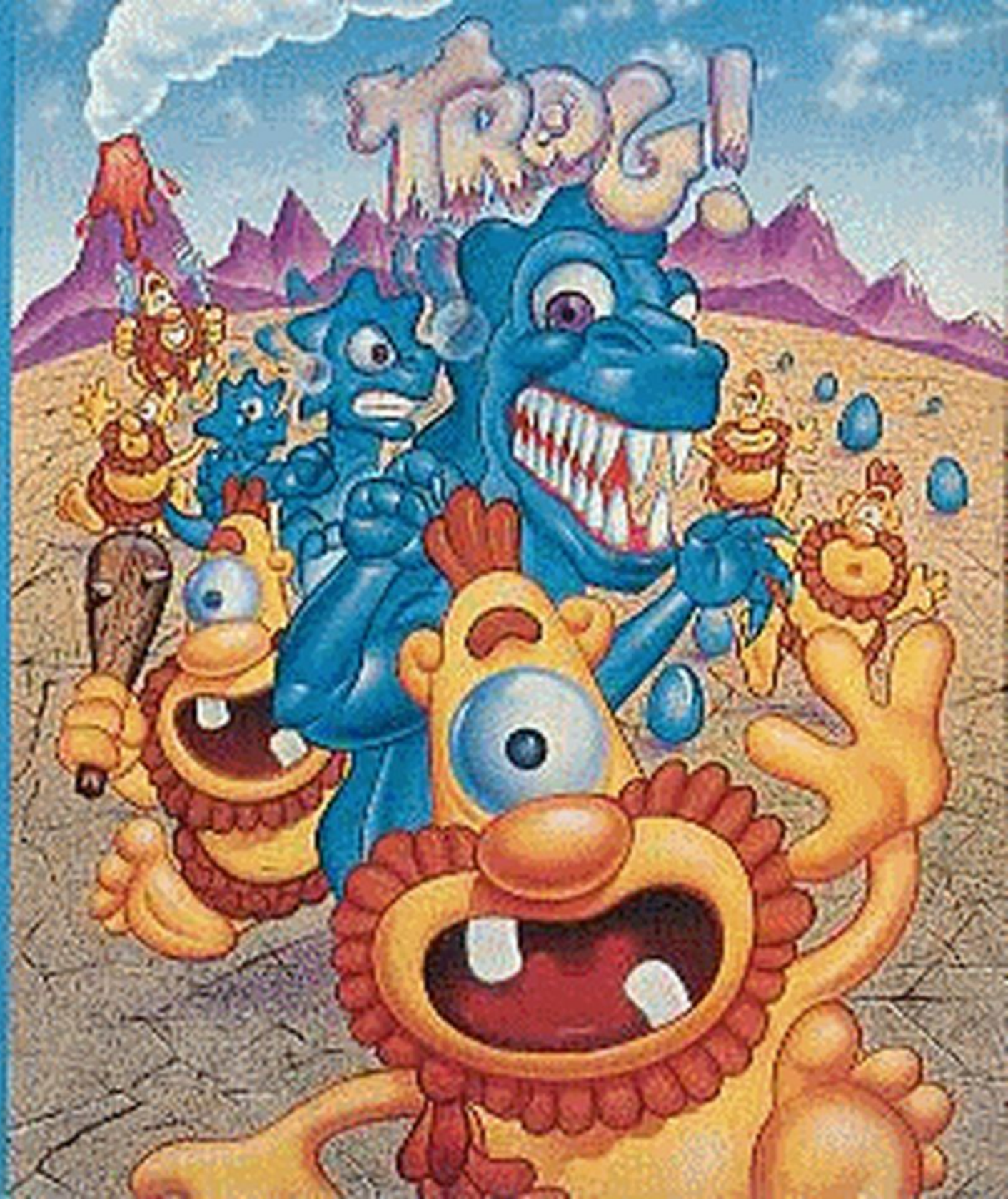

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Nintendo ENTERTAINMENT SYSTEM®

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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Acclaim Entertainment, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

The Story of Trog

Long, long ago in a land named OG,
There lived a one-eyed caveman by the name of TROG,
And two characters, very much alike,
Mischievous little Dino-Mites named Bloop and Spike.

Spike and Bloop have one favorite pastime...stealing Trog eggs. Trogs have one favorite food...Dino-Mites, like Spike and Bloop. It's a primeval recipe for adventure, especially when tar pits, bottomless chasms, and stone-age catapults add to the perils of tasting mmm...good.

Luckily, Trogs eat fast, but think slow. Outsmarting even a jumping Trog takes only some fancy footwork and a Dino-Mite left hook! Chomp away on a primitive pineapple and turn feeding time into Trog munching mayhem! Eat a hot tamale and your fireballs will charbroil a Trog quicker than a BBQ.

Ready for some eggcitement?

Ready to thump a Trog?

Go Spike, Go Bloop. First Dino-Mite home wins!

Getting ready for Og

LOADING

1. Make sure the power switch is OFF.

2. Insert the TROG cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM manual.

3. Turn the power switch ON.

You will then see the TROG title screen. Press the START BUTTON to reach the level selection screen.

Level Selection

You have 10 seconds to select one of the three levels, EASY, ADVANCED, or EXPERT. Use the RIGHT or LEFT CONTROL PAD ARROWS to illuminate your choice, then press the A or B BUTTON.

If you fail to make a selection within 10 seconds, you will start the game at whichever level is illuminated when the timer runs out.

NOTE: If there are two players, whoever first presses START to reach the Level Selection screen also controls which level is selected. If you are the only player, whichever CONTROLLER you first press START on, will let you select your level and control Spike or Bloop.

Selecting number of players

You can steal Trog's eggs alone or with a friend. Just remember that 2 players actually give Trog 2 chances at dessert. He likes that.

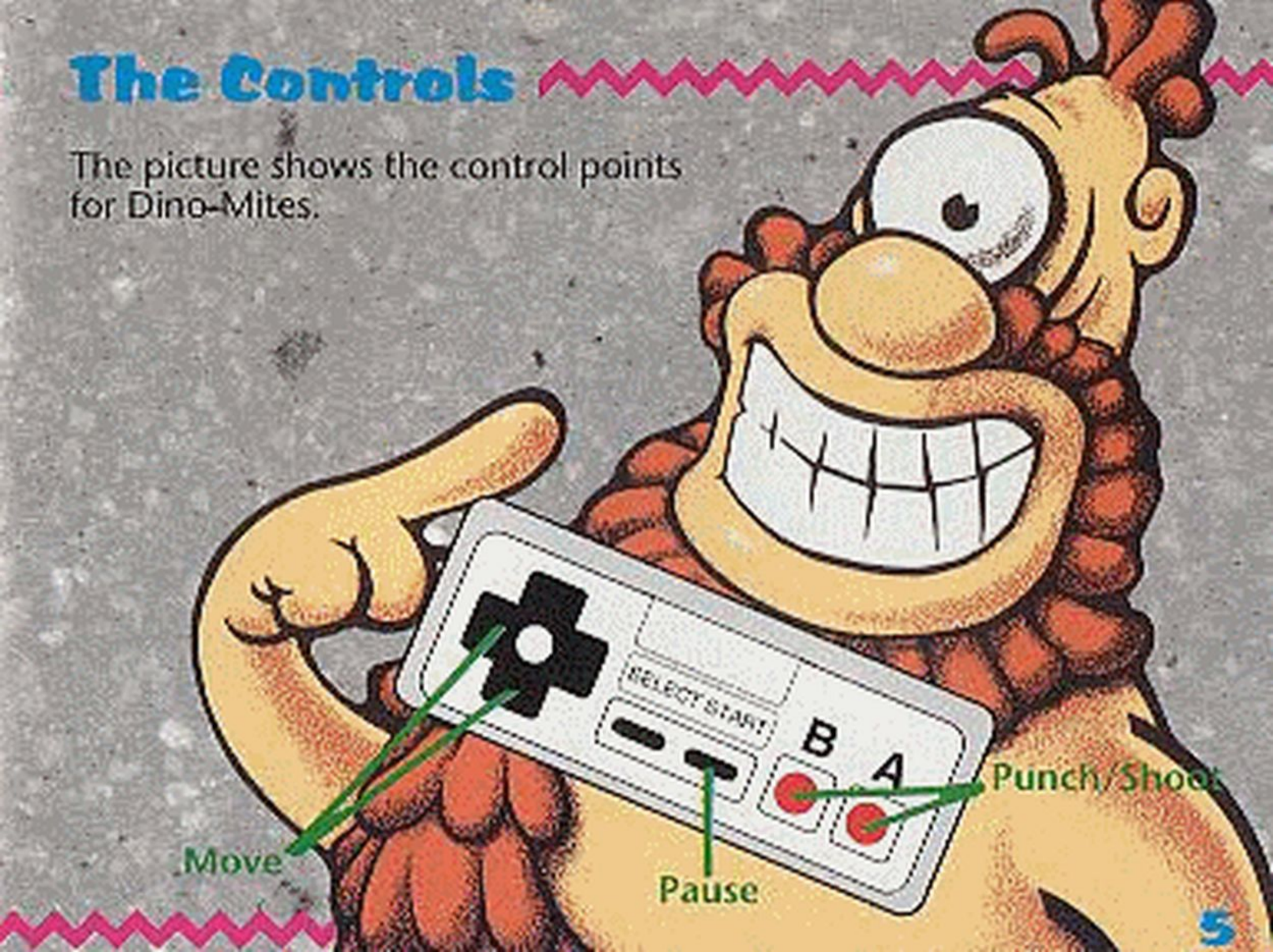
For 1 player game, use either the PLAYER 1 CONTROLLER to be Bloop, or the PLAYER 2 CONTROLLER to be Spike.

For 2 Player game, the 2nd player can start the game anytime after the Level Selection Screen by pressing the START BUTTON on the second CONTROLLER. The remaining eggs on the island will become striped and either Dino-Mite can grab them...so go for it, because it's every Dino for himself.

For all islands (except as described above when 2nd player enters), Spike grabs the yellow eggs and Bloop the blue eggs.

The Controls

The picture shows the control points for Dino-Mites.



Moves for Dino-Mites

MOVES FOR DINO-MITES

TO WALK- Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, OR DOWN.

TO THROW A PUNCH- Press the A or B BUTTON.

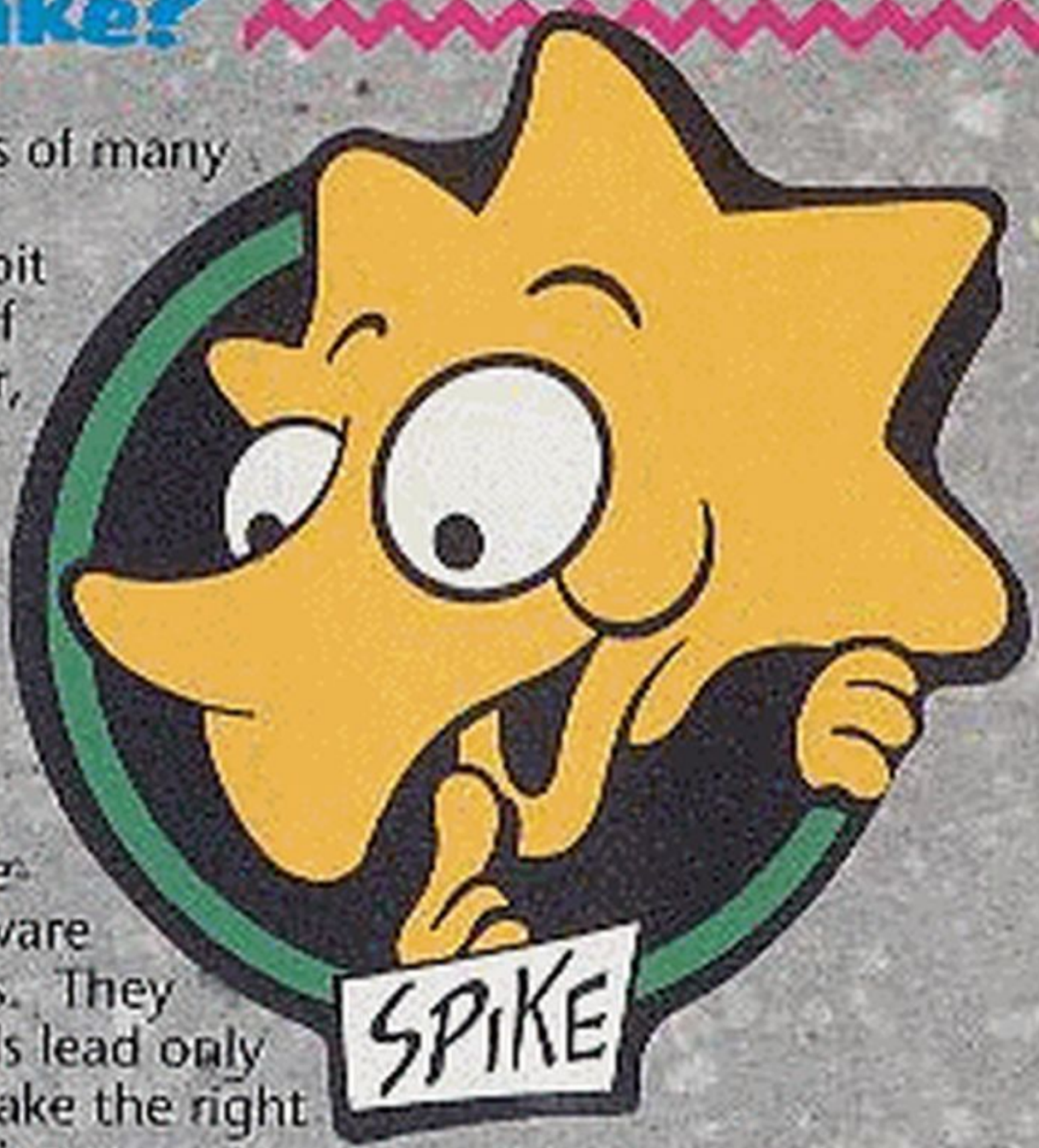
TO PAUSE- Press the START BUTTON.

TO RESTART- Press the START BUTTON again.

Og: What's It like?

Trog's homeland, Og, consists of many islands. Some are quite safe, except for the occasional tar pit or the steep cliffs that drop off into the sea. Others, however, boast far trickier perils, like bottomless pits, mammoth Dino-Mite mashing stone wheels and scorching fires.

Trog protects a few of his islands with fences made of real Dino bones. You cannot cross them, except via the teleportation chambers. But, beware when you use these chambers. They are all labeled and like symbols lead only to like symbols. Be sure you take the right one, or it'll be your Dino for dinner.



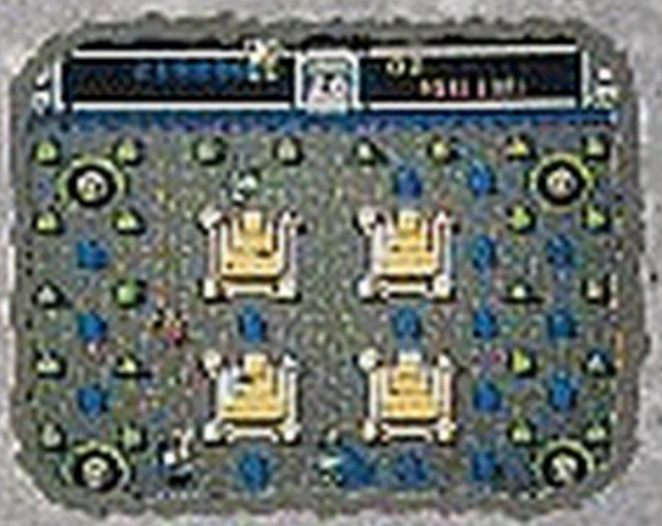
More About Og

Deep in Og, the islands are split by waterways. The only way over them is to try the Trog catapults, but these catapults aren't always cooperative. They might throw you right over the ravine, but they might also throw you right into the hands of a Trog.

Trog doesn't need teleporters or catapults. Not only can he tunnel underground, coming up anywhere, anytime, he has also designed the ultimate practical prehistoric travel-aide, Spring Shoes. More than just a fossilized fashion statement, Spring shoes let the one-eyed caveman bounce all over Og...and all over you.

Teleportation chamber

Catapults



Spring Shoes

Stealing Eggs

Dino-Mites steal Trog's eggs by moving over them. This makes Trog mighty angry, so grab those eggs quickly and run for home. **Just remember that the location of your home won't flash until you have collected all of the eggs in your color.**

Dino-Mite Bonus Waves

Trog losses all his eggs, his dinner gets away and runs home. What is Trog's reward? Nothing! But you...on the other hand can take part in 3 different bonus waves.

Trog BBQ

Diamond Stealing

Trog Feast

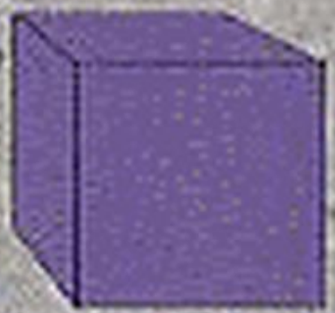
Dino-Mite Dynamite

Dino-Mites pack a pretty powerful punch, but it'll take more than that to defeat Trog.

To become a super fast Dino-Sprite, move over a red flower.

The lucky horseshoe protects you with a magic ring, while the pineapple turns Dino-Mites into a giant Trog eating Tyrannosaurus Rex.

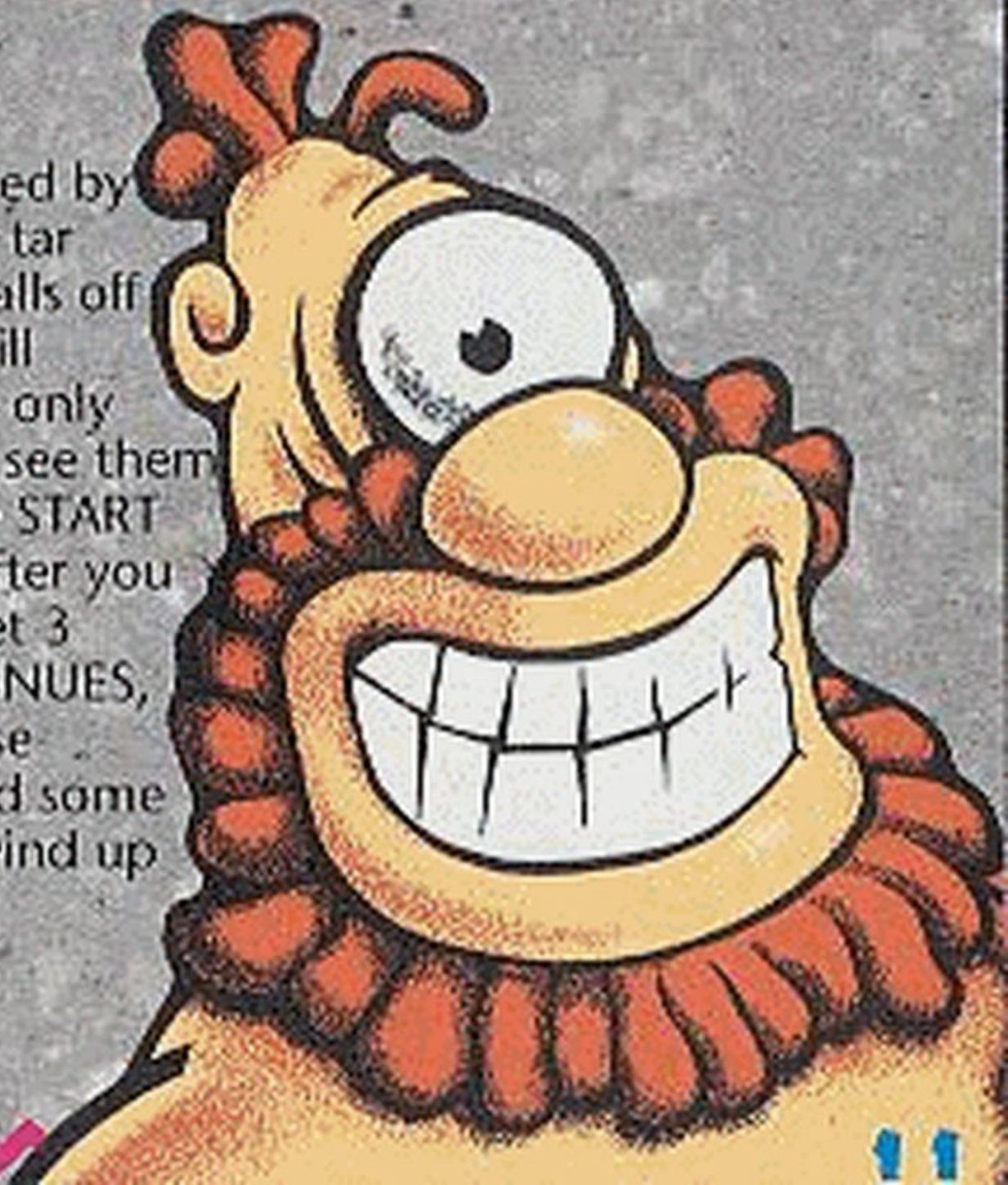
Move over an ice cube, and it's an instant ice age, with Trog stuck like a sitting frozen duck.



Move over a hot tamale and press the A or B BUTTON to shoot Trog roasting balls of fire.

Dead Dinos - Trog's Delight

Trog loves to eat Dino-Mites. Nothing makes him happier. However, if your Dino is mashed by a giant wheel, sunk in a sticky tar pit, fryed by an open fire, or falls off the edge of an island...he is still pretty happy. You see...Dinos only have 3 lives and Trog loves to see them used up...unless you press the START BUTTON within 10 seconds after you lose the 3rd one. You then get 3 more lives and 2 more CONTINUES, with another 3 lives each. Lose them and, unless you've found some bonus lives, you're going to wind up extinct pretty quickly.



Meal Time

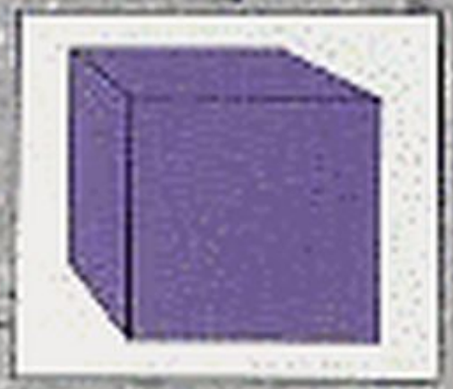
So, Dino-Mite, you want Trog's eggs, huh? Well Trog has his carving knife all ready. He like to eat Dinos fast, then save the bonuses for late night snacks. But, winning demands more than just not getting eaten. Points count. Alone, this means not only grabbing eggs, but killing Trogs. With 2 players the big points come from getting home first, but alone or in a pair, get a bonus wave and rack up the big points. So, ready for meal time? Trog's stomach is rumbling. He just has to decide, Dinoburger or Mitewhich?

Daily Dinos

Dino-Mites with mighty scores can record their initials at the end of the game. Use the UP and DOWN CONTROL PAD ARROWS to scroll from Z backwards to A.

Use the LEFT and RIGHT CONTROL PAD ARROWS to move left or right along your initials. Once you have entered them, press the A or B BUTTON to return to the Trog title screen.

Og Log [Quick reference chart]



ICE CUBE
Freezes Trog.

RED FLOWER
Turns Dino-Mites into sprinting Dino-Sprites.

LUCKY HORSESHOE
Protects Dino-Mites with magic ring.

PINEAPPLE
Trogs beware! Here comes T-Rex.

HOT TAMALE
Press the A or B BUTTON to BBQ a Trog.

MUSHROOM
Slows Dino-Mites to a crawl.

FIRE
Roast Dino!

TAR PITS
Dino's gooey nightmare.

CATAPULT
The only way to fly.

WARP
Just hang on and enjoy the ride.

NOTES:

NOTES:

Win a TROG Arcade Game Sweepstakes

OG! Enter me in your "Win A Trog Arcade Game" Sweepstakes.

Name _____ Age _____

Address _____ Apt. # _____

City _____

State _____ Zip _____

Mail to:

Win A Trog Arcade Game Sweepstakes,
P.O. Box 8097, Grand Rapids, MN 55745-8097.
See Official Rules for details.

1. TO ENTER: NO PURCHASE NECESSARY. Enter the "Win A Trog Arcade Game" Sweepstakes by filling out an official entry form, or by printing your name, complete address, and the words "Win A Trog Arcade Game" on a 3" x 5" piece of paper and mailing it to: "Win A Trog Arcade Game" Sweepstakes, P.O. Box 8097, Grand Rapids, MN 55745-8097. Mechanically reproduced, mutilated, incomplete, or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries. Entries must be received by 12/31/92. Limit one entry per household. **2. PRIZE DRAWING DETAILS:** Prize will be awarded in a random drawing conducted on or about 1/15/93 from among all entries received by Marden-Kane, Inc., an independent judging organization whose decisions are final. No substitutions or transfer of prize permitted. Odds of winning a prize will depend upon the number of eligible entries received. By entering this sweepstakes, entrant consents to the use of his or her name and/or photograph without additional compensation, in any publicity carried out by Acclaim Entertainment, Inc. related to the sweepstakes. Winner may be required to complete an Affidavit of Eligibility/Release form within 21 days of receipt. Failure to return the affidavit in the time noted will result in the disqualification of the entry and an alternate winner will be selected. Winner will be notified by mail. **3. PRIZE:** (1) Grand Prize, Bally Williams Trog Arcade Game (approximate retail value $1,500.00). **4. ELIGIBILITY:** Sweepstake is open to residents of the United States and Canada. Employees of Acclaim Entertainment, Inc., their affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, Marden-Kane, Inc., printing suppliers and the immediate families of each are not eligible. If winner is a Canadian resident, he/she will be required to answer a time limited, mathematical skill testing question. Sweepstakes void in Quebec and wherever else prohibited, restricted or taxed by law. Sweepstakes subject to all federal, state and local laws and regulations. Taxes on prize, if any are the sole responsibility of the prize winner. **5. WINNERS LIST:** For the name of the Grand Prize winner available after 1/15/93, send a self-addressed, stamped envelope to: "Trog Arcade Game" Winner, P.O. Box 94, Oyster Bay, New York 11771.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

-Reorient the receiving antenna.
-Relocate the NES with respect to the receiver.
-Move the NES away from the receiver.
-Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Acclaim Hotline (516) 624-9300

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ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

THRILLA'S SURFARI™

Skateboardin' through the wilds of Africa? Surfin' down a killer volcano? Looks like Thrilla Gorilla and the T & C gang are back!

ljn

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